PAPERBOY™

MINDSCAPE

POWERPLAYERS CLUB

INSTANT WIN GAME

INSIDE

GRAND PRIZE—Full-Size Atari 720° Arcade Game

5 FIRST PRIZES—$500 Mindscape Software Libraries

100 SECOND PRIZES—Mindscape Powerplayers Club Joysticks

1000 THIRD PRIZES—Official Mindscape Powerplayers Club T-Shirts

FREE Membership in the Mindscape Powerplayers Club

BE A WINNER INSTANTLY!

NO PURCHASE NECESSARY.

For official rules and Game Card, see details inside or write on a plain 3" x 5" card "Mindscape Players are Powerplayers" and mail it with a self-addressed, stamped #10 envelope to Mindscape Powerplayers Club Instant Win Game, PO BOX 1167, Northbrook, IL 60065. Residents of the states of Washington and Vermont need not include return postage. Void where prohibited by law. Instant Win Game ends January 31, 1989.

1PPSTK

Apple® II family
Laser™ 128/128EX
128K minimum
Joystick optional
S03201A

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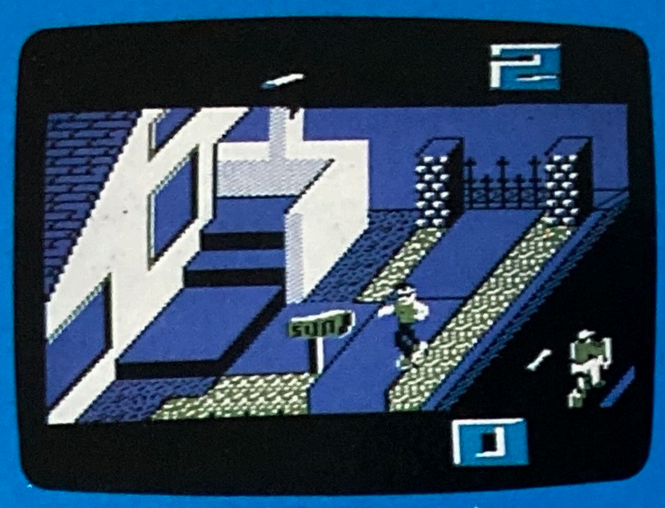
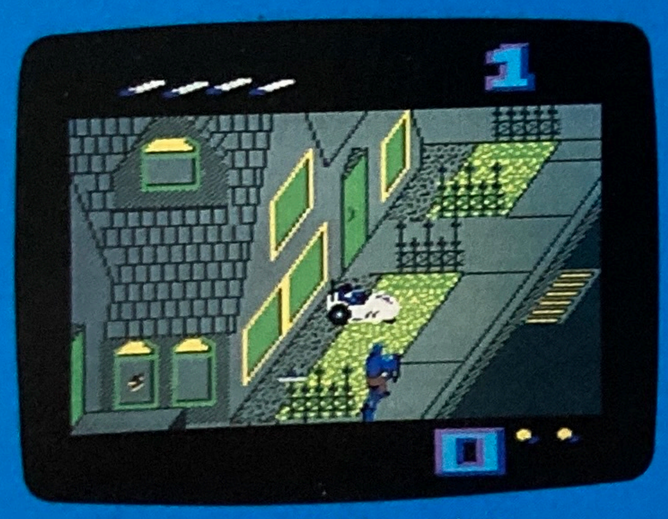
Commodore 64™/128™ version

IBM® EGA version



Apple® IIe/IIc version

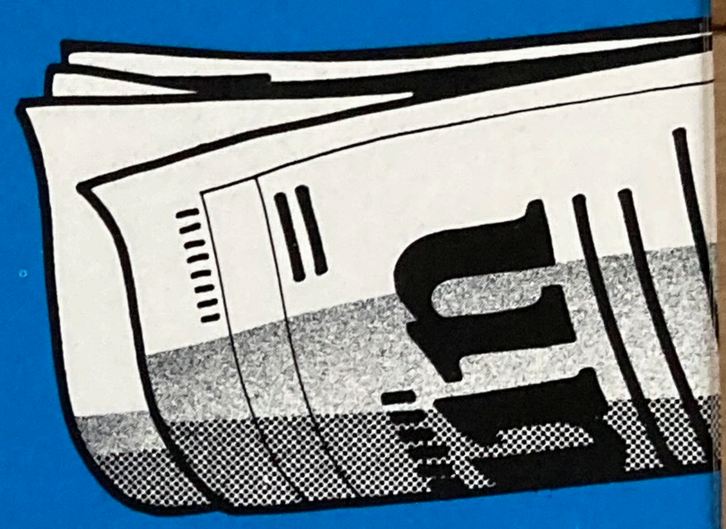


Apple® IIGS version

PAPERBOY™

The arcade classic comes home.

Hop on your bike for a free-wheeling ride up the avenues of not-so-typical suburbia. There are papers to be delivered, robbers to be foiled, and fame and fortune to be won as you brave the mean streets. Avoid traffic, tires, motorcycles, tricycles, gratings, curbs, dogs, dangers, and exhaustion as you deliver to your customers—and as you do as much damage as you can to your obstacles.
All the excitement you loved in the arcades.



Featuring:

- All the obstacles, bonuses, bad guys, and hazards of the coin-op version.
- Superb animation and sound.
- Unending thrills, spills, challenge, and excitement.

PAPERBOY-APPLE
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ISBN 0-7911-0112-6

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Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062

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The Arcade Classic Comes Home

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The arcade classic comes home.

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- Superb animation and sound.
- Exciting thrills, spills, challenges and excitement.

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ISBN 0-7731-0112-6

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Getting Started

What You Need

- Commodore 64™ or 128™; Atari® 520ST™, 1040ST™ or Mega™; Apple® *IIe* or *IIc* (128K minimum); Apple® IIGS (256K minimum); or IBM® PC, Tandy® family or 100% IBM compatible (256K minimum) computer
- A single disk drive
- A monitor or TV (color recommended)
- Joystick (required for Commodore and Atari, optional for Apple or IBM)
- Color Graphics Adaptor or Enhanced Graphics Adaptor (IBM PC and

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Apple® IIe/IIc/IIGS

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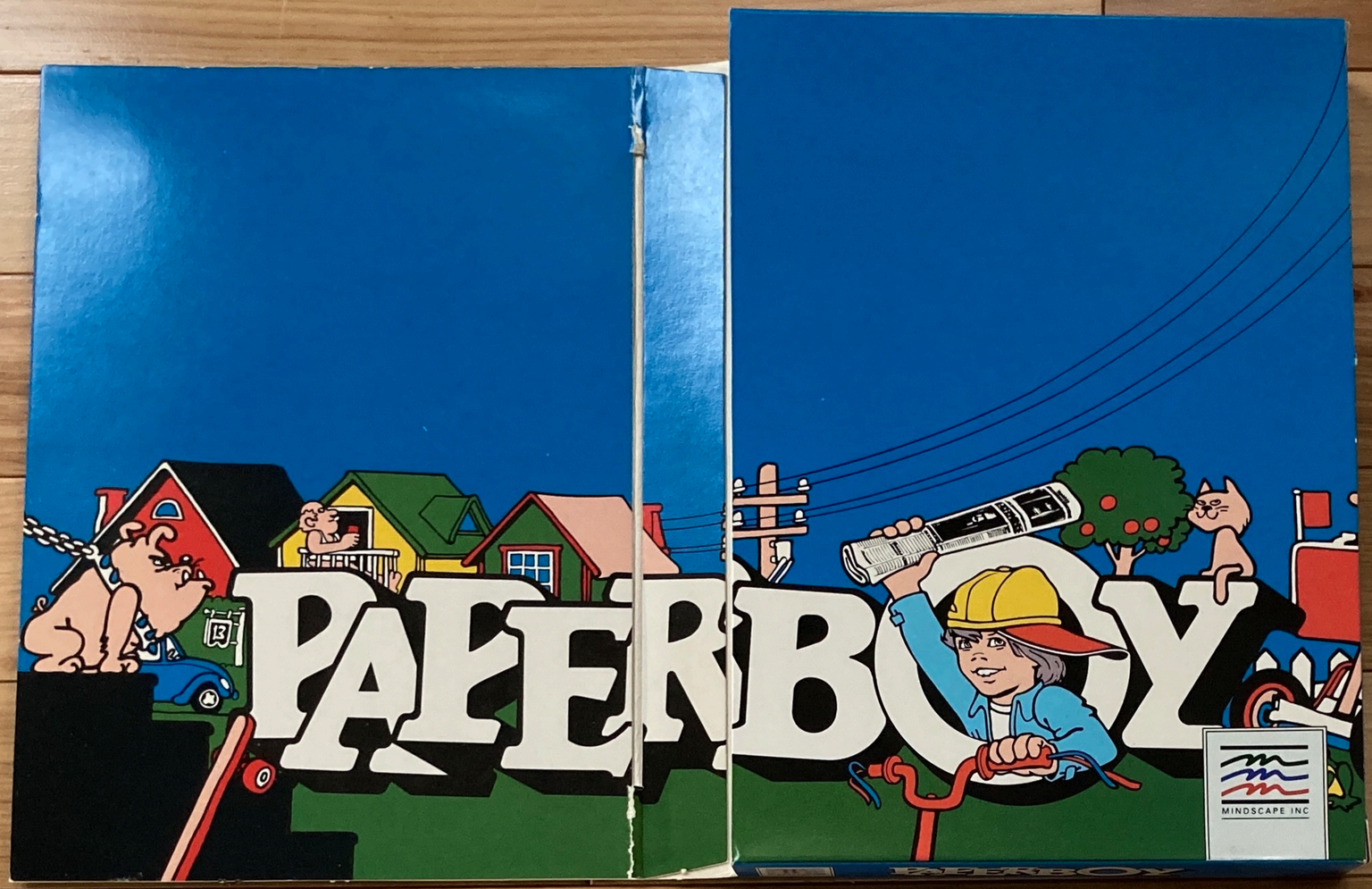

IBM Features

IBM users also have access to an Options Menu which appears right after loading the program. The options are: *Redefining the Keyboard Commands, Viewing a Demo, Playing a Game,* and *Returning to DOS.* IBM users may define their own keyboard commands by selecting this option and typing in the desired keys. To escape from the demo, press any key and you will return to the Options Menu. To return to the Options Menu while playing a game, press **Esc**. Pause during the game by pressing the **Alt** key. Selecting *Return to DOS* will display an **A>** prompt on the screen. To toggle the sound on and off, press the **F1** key.

Apple Features

To toggle the sound on and off, press the **Control** and **Q** keys simultaneously. To pause during a game, press the **Control** and **P** keys simultaneously.

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- A single disk drive
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- Joystick (required for Commodore and Atari, optional for Apple or IBM)
- Color Graphics Adaptor or Enhanced Graphics Adaptor (IBM PC and some compatibles only)

Loading Instructions

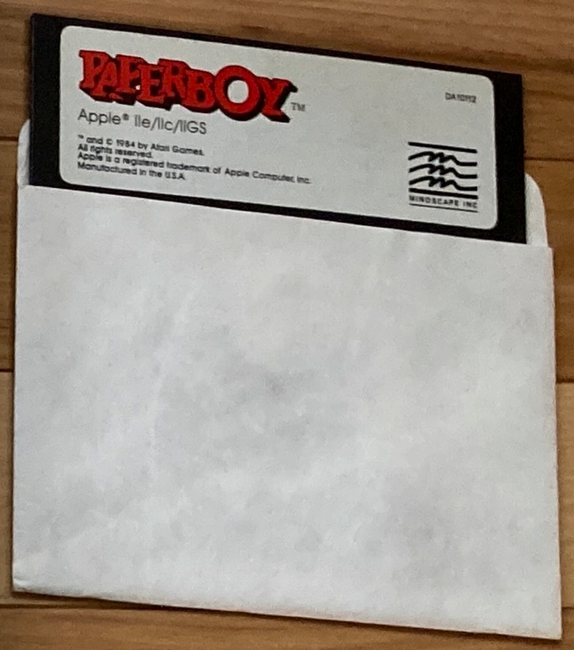
Commodore 64/128

Note to Fast Load Cartridge Users: This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading and may cause the program not to load. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the disk from the disk drive, remove the fast load cartridge, and then follow the instructions to load the program. With no cartridge attached, the program should load normally.

1. Before you begin, make sure the joystick is plugged into Port 2 of your computer.
2. Turn on your computer, disk drive and monitor.
3. Insert the **Paperboy** disk, label side up, into the disk drive and close the drive door or latch.
4. Type **LOAD"*",8,1** and press **RETURN**.
5. The game will load automatically into your computer's memory.

Atari ST

1. Before you begin, make sure the joystick is plugged onto Port 0 of your computer.
2. Turn on your monitor and disk drive.
3. Insert the **Paperboy** disk, label side up, into your disk drive.
4. Turn on your computer.
5. The game will load automatically into your computer's memory.



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3. Insert the **Paperboy** disk, label side up, into the disk drive and close the drive door or latch.
4. Type **LOAD"*",8,1** and press **RETURN**.
5. The game will load automatically into your computer's memory.

Atari ST

1. Before you begin, make sure the joystick is plugged onto Port 0 of your computer.
2. Turn on your monitor and disk drive.
3. Insert the **Paperboy** disk, label side up, into your disk drive.
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